

THULIN MUST BE TAKEN!

SCENARIO ASL TAC 34 Translated by Coastal Fortress Gaming Group

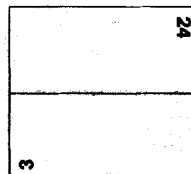


VICTORY CONDITIONS: The Germans win at game end if they control all multi-level stone buildings.

THULIN, BELGIUM, May 23, 1940:

According to the Dyle plan the French 43rd Infantry Division had proceeded to the Maubeuges area. On May 17th it was rushed by the 5th Panzer-Division withdrew to Bavay. However part of the unit (158th Infantry Regiment and 12th Artillery Regiment) found itself isolated north of Maubeuges. Their only hope was to reach Valenciennes but two battalions of the 158th didn't manage to escape the net. Only the 3rd Battalion of the 158th and the third company of the 10th BCP could pull themselves out of the trap and reach Thulin on May 23. Hoping to find food and ammunition Colonel Pucinelli took the village and captured a few troops from the 269th recon Battalion waiting there. The Germans could not allow French troops to their rear and reacted quickly. Colonel von Tschuedi in charge of the 469th Infantry Regiment commanded his first battalion to take Thulin back and neutralize the French forces.

BOARD PLACEMENT:



BALANCE:

- ✚ Replace the 3x4-6-7 of the 169th recon Battalion with 3x4-6-8.
- ⊙ Replace the 2x4-6-8 of the 169th recon Battalion with 2x4-6-7.










⊙ FRENCH sets up first

✚ GERMAN moves first

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | END |
|---|---|---|---|---|---|---|---|-----|
|---|---|---|---|---|---|---|---|-----|










Elements from 3rd Battalion, 158th infantry regiment, 43rd Infantry Division [ELR: 3]
set up on/between rows X and J on both boards on hexes numbered 8 on board 24 {SAN: 3}:







| | | | | | | | | |
|--|--|---|---|--|---|---|--|---|
|  1 4-6-7 |  2 9-2 |  8-1 |  8-0 |  HMG 3 8-11 6-12 |  MMG 2 4-11 |  LMG 1 1-11 2-8 |  MTR 3 80* [3-42] |  ? 7 morale |
| 13 | | | | | 2 | | | 10 |



Elements from 1st Battalion, 469th Infantry Regiment, 269th Infantry-Division [ELR: 3]
enter on turn 1 along the west edge {SAN: 2}:

| | | | | | | | |
|--|---|---|---|---|---|--|--|
|  1 4-6-7 |  9-1 |  8-1 |  8-0 |  HMG 3 7-16 |  MMG 2 5-12 |  LMG 1 3-8 |  MTR 3 50* [2-13] |
| 13 | | | | | 2 | | |

Elements from 269th recon Battalion, 269th Infantry-Division [ELR: 3]
enter on turn 1 along the north edge on/between rows X and J

| | | | | | |
|---|---|---|---|---|--|
|  4-6-8 |  4-6-7 |  9-2 |  8-0 |  HMG 2 5-12 |  LMG 1 3-8 |
| 2 | 3 | | | | |

Scenario Design: Pascal Guet '92

SSR:

1. EC is Moderate with no wind at start.
2. The Valley and Hills do not exist (treat all ground Levels as Level 0).
3. 1 French squad or equivalent may set up HIP with any Leader/SW stacked with it.
4. The Germans receive a 100mm+ OBA module with an off-board observer located on the west edge on a secretly recorded hex, chosen before the French setup.

AFTERMATH: The Germans quickly set up their attack on the village. While the 1st Battalion of the 469th Regiment attacked from the west with support of the 2nd Battalion of the 59th Artillery Regiment the 269th recon Battalion advanced towards Thulin from the north. The French defended energetically. For a time they contained the Germans on the village edge but the latter had a superiority both in numbers and equipment. The defenders were soon overwhelmed and the wounded Colonel Pucinelli was captured at his command station. A group of die-hards fought until they ran out of ammunition before surrendering. At 1100 the general staff of the 269th Infantry-Division received the news of the capture of Thulin and its 300 defenders.